

# INSOMNIA

## THE GAMING FESTIVAL EGYPT

### Egyptian World Cosplay Summit Qualifiers Ruleset

WCS Egypt Qualifiers will be held on Saturday, 27th April 2024 at Insomnia Egypt Gaming Festival on the Main Stage.

Here are the general rules to compete for representing Egypt at WCS Japan in August 2024:

1. All entrants must be in teams of Two.
2. Teams must compete in cosplays from a Japanese Series/Universe/Game/etc.
3. Both team members must compete in cosplays from the same Series/Universe/Game/etc.
4. Only Egyptians or Residents of Egypt can participate.
5. Each team has to register once in the registration form for WCS.
6. Each team has to be able, willing and free to travel to Japan from the 28th of July till the 8th of August 2024, in case of winning the Qualifiers.
7. Each team member has to be 18 years or older (by the time of travel to Japan).
8. Team members younger than 18 (by the time of Qualifiers in April) will need parental consent to be submitted in the form.
9. Team members younger than 18 (by the time of travel to Japan) have to be able to travel on their own at that age.
10. Teams' members must have a valid passport (by the time of travel to Japan).
11. Teams are allowed up to three props to be used on stage to support their performance.
12. No one other than the two team members is allowed on stage at the time of the performance.
13. All cosplays have to be hand crafted by the competitors 100%. If any proof is submitted by anyone against any cosplayer regarding receiving external help, that team will be immediately disqualified.
14. Selecting the Egypt representatives will be based on a scoring system that is 200 points-based will be broken down into:
  - a. Costume 100 points:
    - i. Accuracy 40 points: The costumes are evaluated by comparing the actual costumes with the design of the costumes in the original work. If the actual costumes are completely identical to the costumes in the original work, the full points are awarded. If completely different, the lowest score of 0 points is given. In addition, in cases where there is an unknown part in a costume that appears in the original work, as long as the costume for judging is true to the spirit of the character and the atmosphere of the original work, design construction and choice of color are left up to the discretion of cosplayers, and differences between it and the image submitted of the costume in the original work will not affect scoring.

(ie: In the black and white manga, it is not possible to know the correct color of costumes)

ii. Quality 40 points:

The costumes are evaluated according to multiple factors, such as how well the costume is combined, how well it suits the contestant, how beautifully it is painted/sewn, how stable and well built it is, is it falling apart while moving, is it too heavy, is it too fragile, does it allow a free range of motion, are the joints flexible or is the cosplay bending with movement, etc.

iii. Technique 20 points:

Evaluation of costume-making skills.

Costumes that have been made by utilizing a variety of challenging techniques are scored more highly than those using a few basic skills. These criteria look more at the level of quality rather than the number of techniques employed.

If any special techniques or gimmicks to change the appearance or the structure of the costumes are employed,, the concepts will be evaluated here.

b. Performance 100 points:

i. The Show 50 points:

Evaluation of aspects such as the quality and degree of accomplishment of the performance, the manner in which the story is conveyed, the usage of props, the respect to the original work, or the overall entertainment value.

ii. Acting 20 points:

Evaluation of the expressiveness on the stage, including aspects such as the degree of accomplishment of singing, dancing, or other active elements in the performance and how well-rehearsed they appear, the expressiveness of performers in scenes with simple or no action, or the delivery of dialogue.

iii. Presence 20 points:

Evaluation of the impression caused by the costumes on the stage, such as the values that are first perceived when the costume appears on stage. Aspects such as the use of gimmicks to change the appearance or the structure of the costumes during the performance are also taken into consideration.

iv. X-Factor 10 points:

The additional evaluation of points that exceed expectations and results which are particularly moving or exciting, or of the realization of new ideas that had not been seen before in the competition.

15. Each team is allowed a 2 minutes and a half performance on stage.

16. Teams spending 1-10 more seconds than the allocated time, will get 10% deduction of total points.

17. Teams spending more than 10 seconds over the allocated time, will get 25% deduction of total points.

18. Any team found to have plagiarised, copied or mimicked a performance from another event will be immediately disqualified. There will be no exceptions or appeals to this.

19. How Scoring will work:

- a. Each category score will start at half points i.e. you start judging with 20 points in Accuracy.
  - b. The judges will add points based on things they like.
  - c. The judges will subtract points based on things they do not approve of.
  - d. This is applicable to each category in both cosplay and performance judging.
20. In case of a Tie, the judging committee will convene and decide the ranking at their own discretion.
  21. 3D Printed pieces are allowed, but they will only be judged for the work done to them, modelling, designing, sanding, priming, weathering, etc.
  22. Lying about any of the work for any of the stages of the 3D printing will result in immediate disqualification.
  23. Any actions that would leave residue, or dirty the stage in any form or manner during the performance, are not allowed and will result in disqualification. Remember, this stage is used by everyone.

### **General Rules:**

- Your cosplay must be appropriate for a family friendly show and include enough body coverage to be worn in public.
- All entrants must have a spare copy of their Performance music track/video/background image on a USB.
- Each team will be contacted by Insomnia Egypt to collect materials to be played on the screen during the Saturday qualifiers.
- Winning team will be travelling to represent Egypt in August 2023, all accommodation and travel flights will be covered. Please understand that this is an event where the world of cosplay, internationally, is watching closely.
- Winning team must agree to be coached and guided by experts provided by Insomnia Egypt.
- Use or performance of the following will be immediately stopped and you may be disqualified from the competition or convention floor:
  - Excessive/inappropriate language or behaviour such as swearing.
  - Committing an act which is viewed as something which may potentially harm yourself or others.
- By entering the competition, you agree to be filmed and photographed during the event, all copyrights belonging to the event organisers.
- Any staff, venue or organiser reserves the right to decline or stop a skit/performance at any time.
- Insomnia Egypt reserves the right, at its sole discretion, to disqualify any entry before the event date.
- In case the representative team fails to meet the expectations or deadlines set by WCS, Insomnia Egypt will intervene, and change the representing team. In this case, the runner up team will be selected to travel instead. This can happen as late as 1 week before travel dates. Please work hard to make the country proud.
- The judges' decisions are final
- Insomnia Egypt is not accountable for any competition results unless announced by the Insomnia Egypt team when it's scheduled.